ISHIK UNIVERSITY

Faculty of : Engineering   **Date:**
Department of : Interior Design   **Duration :   2 Hours**
Course: History of Interior Design
Code: INDS 523
Semester : Fall 2018- 2019   **Type of Exam: Questions Style**

- What are the main characteristics of **"Design Solutions"**?
- Discuss this statement: <u>"the imagination is bridging the gap between perception and understanding"</u>.
- <u>Define</u> these terms : Abductive, Internal constraints, assimilation, Design as a skill, Lateral thinking, Appraisal, Eureka, External constraints, assimilation, Inductive, Vertical thinking, Inductive, H-Creativity, Practical constraints, assimilation, Generation of alternatives,.
- Analyse the <u>unconscious phase</u> as a part from the creative process.
- Fill in the blanks with suitable words

1. Characteristically designers seem to cope with this lack of resolution in two main ways: by _____ and by using _____.
2. The designer has a _____ rather than _____ job.
3. Design problems are often both _____ and _____.
4. The function of design constraints are _____, _____, _____ and _____.
5. The separation of the designer from making also results in a central role for the _____.
6. Some designers seem to work deliberately to generate a series of alternative solutions early on, followed by a _____, _____ and _____.
7. The designer has a _____ rather than _____ job.
8. Design problems are often both _____ and _____.
9. Murphy suggested that mental processes are _____, being influenced both by _____ and by _____.
10. The separation of the designer from making also results in a central role for the _____.
11. Imagination is one part of a three system, at the lowest level is _____ and the highest level is _____.
12. The designer has a _____ rather than _____ job.
13. The Generators of design problems are _____, _____, _____ and _____.

Instructor's Name: Madyan Rashan   Signature :

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14. Deductive is _____.

15. More recently, the differences between the 'intelligent' and 'creative' groups has been seen as a tendency to excel in either _____ or _____.

16. The function of design constraints are _____, _____, _____ and _____.

17. The designer has a _____ rather than _____ job.

18. One of the essential characteristics of design problems then is that they are _____ but _____.

19. Murphy suggested that mental processes are _____, being influenced both by _____ and by _____.

20. Inductive is _____.

- Bryan Lawson, proposed his own design process map, Talk about this model with examples and sketches?
- Henri Poincaré described the creative process by two phases, what are there?
- Compare between: **A:** Concrete and abstract thinking, **B:** Inductive and Deductive, **C:** Problem solving and Imagination.
- Is creativity correlated with intelligence? Why?
- Designers must not only decide what effects they wish to achieve, they must also know how to achieve them, **how and why**?
- What are the main characteristics of **"Design Process"**?
- Donald Schön described the designer as 'having a conversation with the drawing", talk about the central role of drawing in the design process.
- What we mean by the generators of design problems? Mention and analyse them briefly.
- Compare between:

 A: Concrete and abstract thinking, **B:** Convergent and Divergent, **C:** Problem solving and Imagination.

- What we mean by parallel lines of thought? How we can use this tactic in design?

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- Bryan Lawson, proposed his own design process map, Talk about this model with examples and sketches?

- What are the main characteristics of **"The Design Process"**?

- Henri Poincaré described the creative process by two phases, what are there?

- Zeisel used the word 'gaps' to describe the relationship between the designer and clients, how the designer can solve this problem?

- Analyse the <u>conscious phases</u> as parts from the creative process.

- Designers must not only decide what effects they wish to achieve, they must also know how to achieve them, **how and why**?

- What are the disadvantages from design by drawing?

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